

ook for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Donkey Kong Jr. MATHTM Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Learning can be fun, especially when you play along with Donkey Kong Jr. Practice Addition, Subtraction, Multiplication and Division by directing Junior to select your answer. Compete with a friend in a race to solve problems in Game A or add more challenge with Game B. Or, practice on your own with the $+ - x \div$ selection. Recommended ages 8 and up.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

- hot or cold. Never hit it or drop it. Do not take it apart.
- 2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
- and design are subject to change without prior notice.

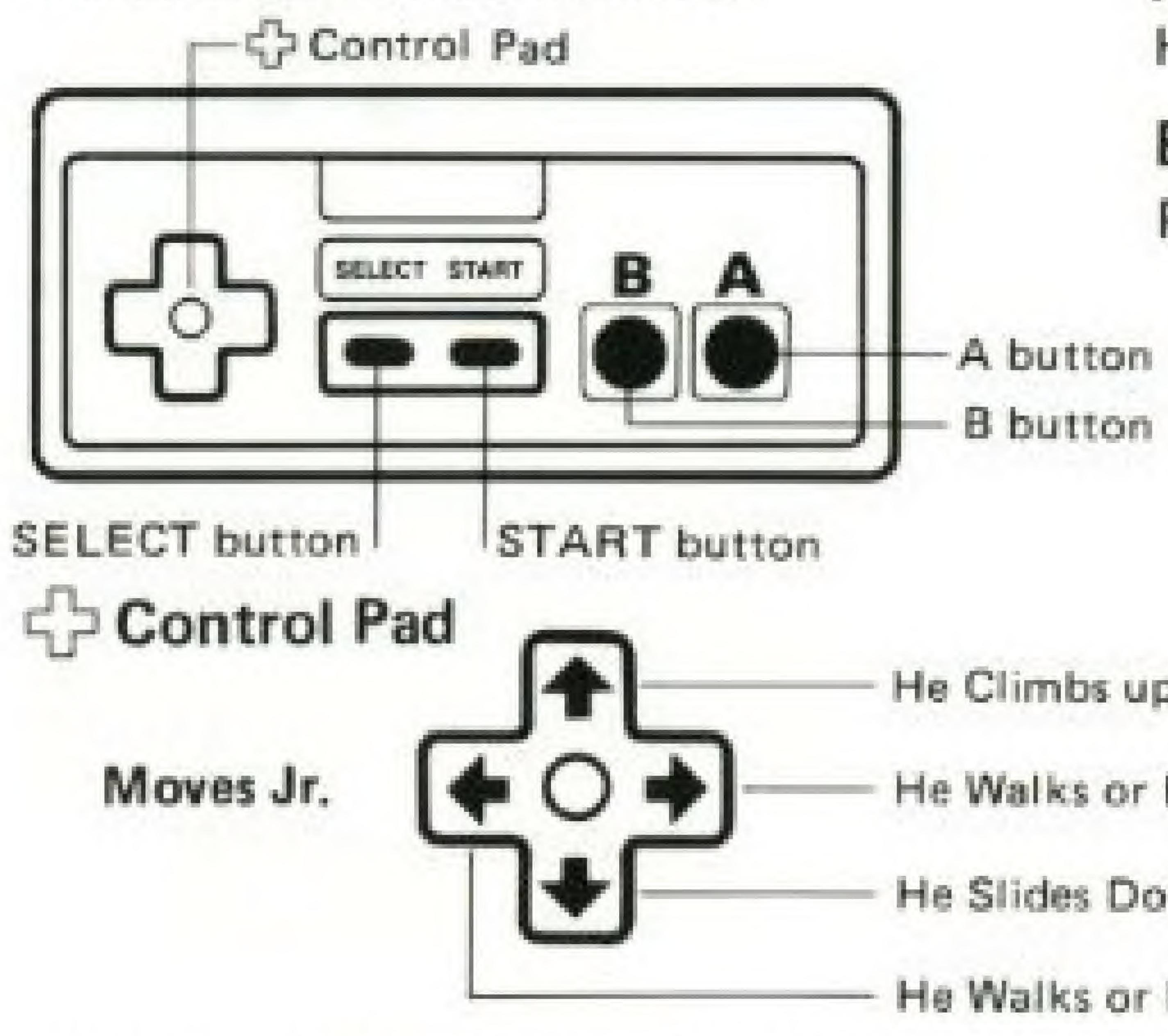
1) This is a high precision game. It should not be stored in places that are very

Note: In the interest of product improvement, Nintendo Entertainment System specifications

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 - For playing alone. Controller 2 – For second player in 2 player games.

Controller 1/Controller 2



Select and Start Buttons Are Not Used on Controller 2.

Abutton He Jumps.

B button Press to Start Your Equation Over

- A button

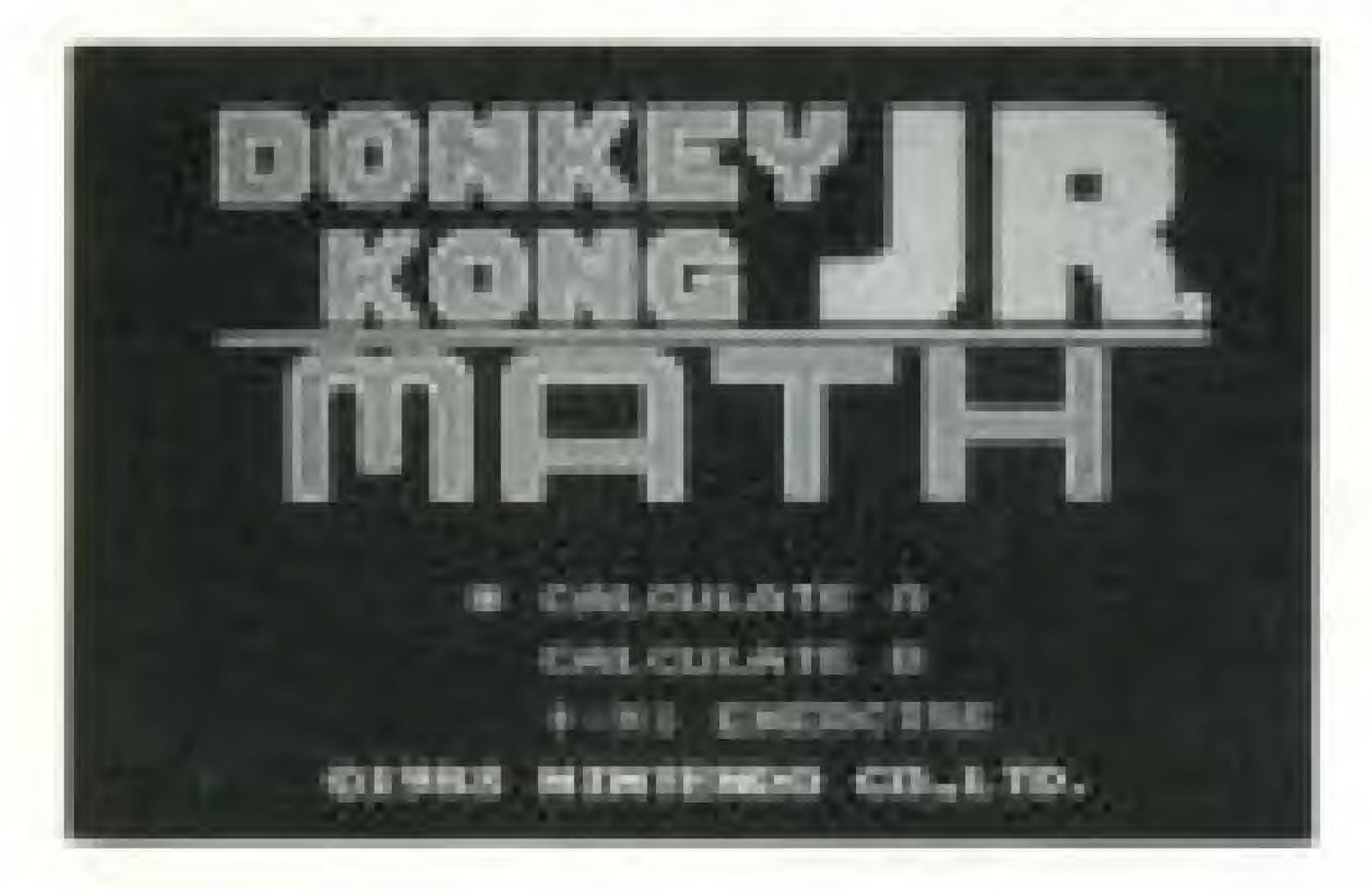
He Climbs up the Chains.

He Walks or Reaches Out to the Right.

He Slides Down the Chains.

He Walks or Reaches Out to the Left.

SELECT and START buttons are functional on Controller 1 ONLY.



SELECT button Press this button during the demonstration sequence to recall the game menu. Press this button again to move the asterisk (*) to the game you wish to select: Calculate A = BeginnerCalculate B - Expert + - x + ExercisePressing the Select button during game play will end your game and recall the game menu.

START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off. Calculate A and B may be played with 1 or 2 Players. • The Top score $(+ - x \div exercise only)$ will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off. Use Controller 1 for 1 Player games

Use Controller 1 and 2 for 2 Player games

3. HOW TO PLAY

Junior's father gives Junior some math problems. Use your brains to help Junior find the correct answer as fast as possible. Compete with a friend and go for a high score.

- CALCULATE A and B can be played with one or two players.
- symbols that he wants before he can.

Characters

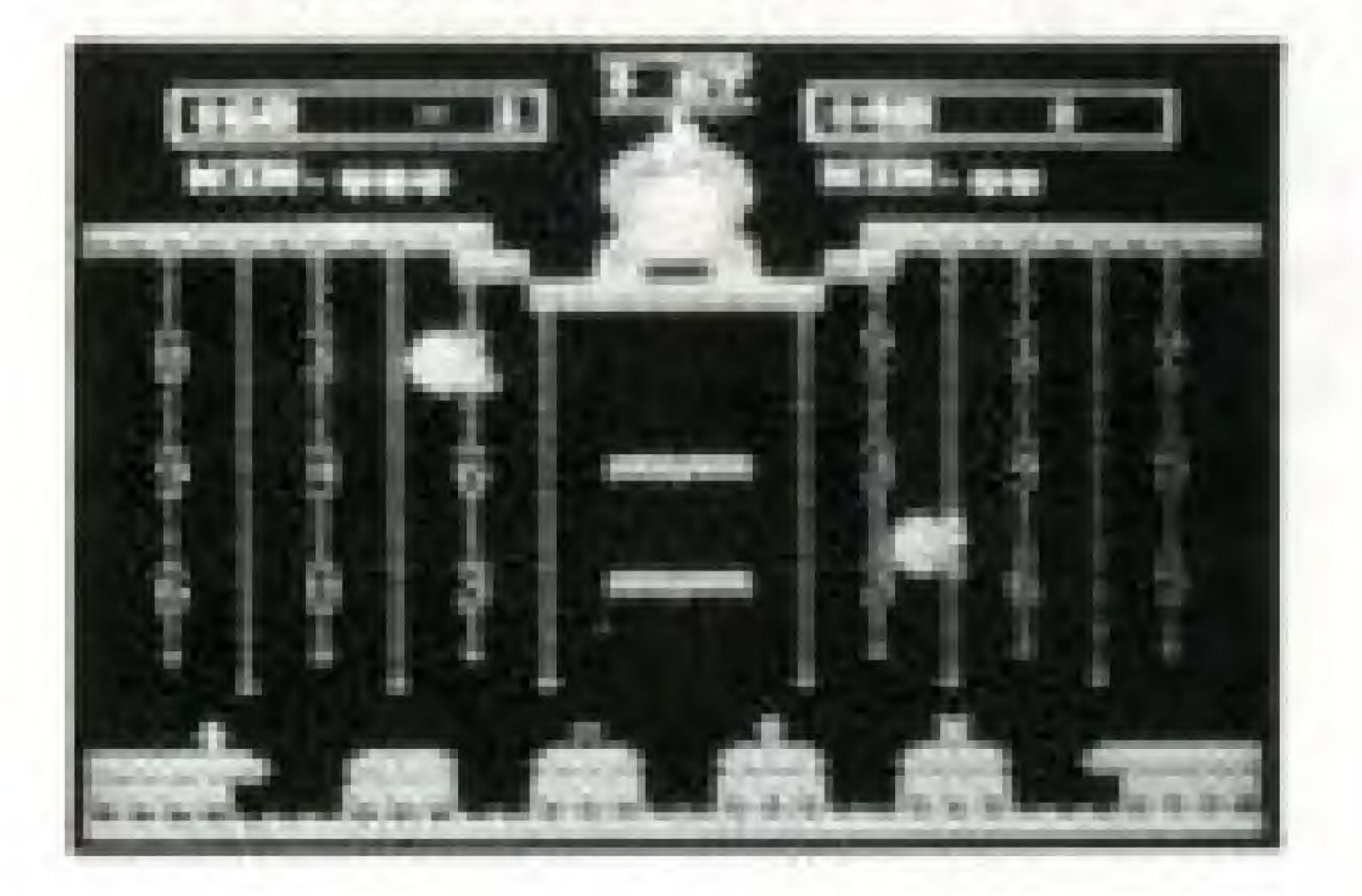


Junior (I)





Calculate A (For two players, use Controllers I and II.)

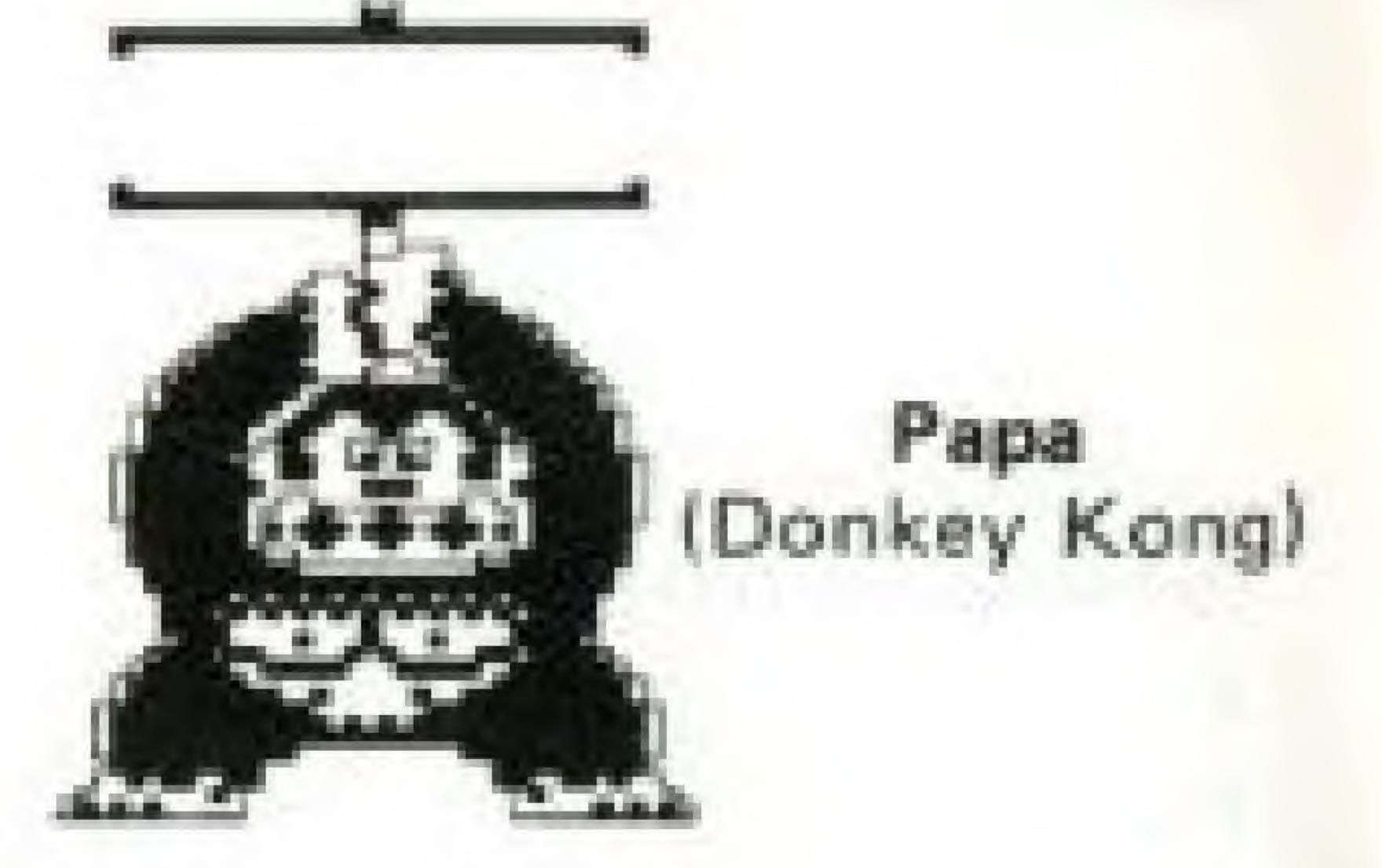


Papa holds up a number. Junior has to try to make the same number appear in his side window by using the numbers $1 \sim 9$ and the symbols $+ - x \div$. After you write an equation, the math is automatically done and the answer appears in the window. If this number isn't the same as the number Papa is holding up, you can use it as the beginning of your next try, and gradually zero in on the right answer.

• When two players play, you can annoy your opponent by grabbing numbers and

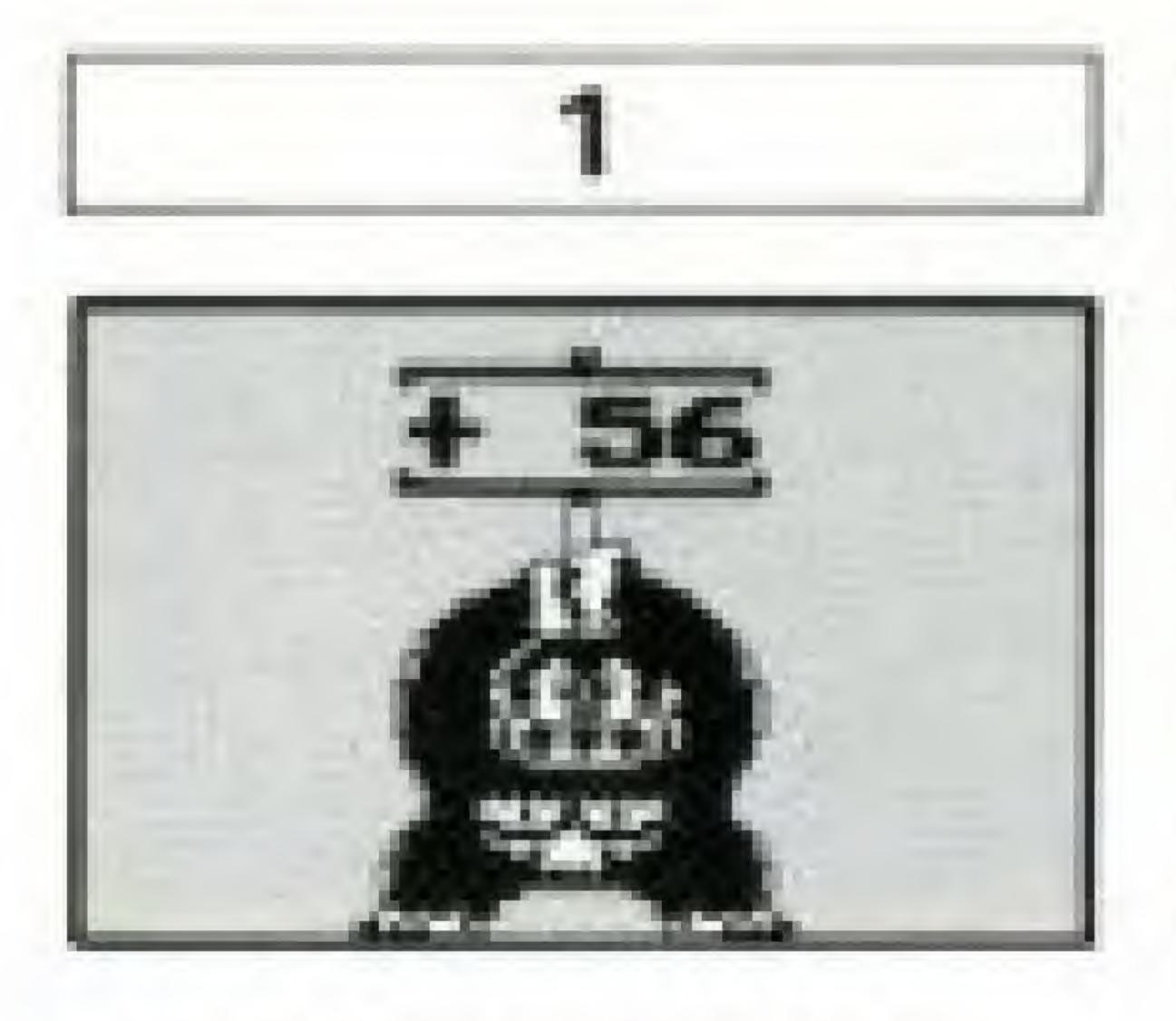


Nitpicker

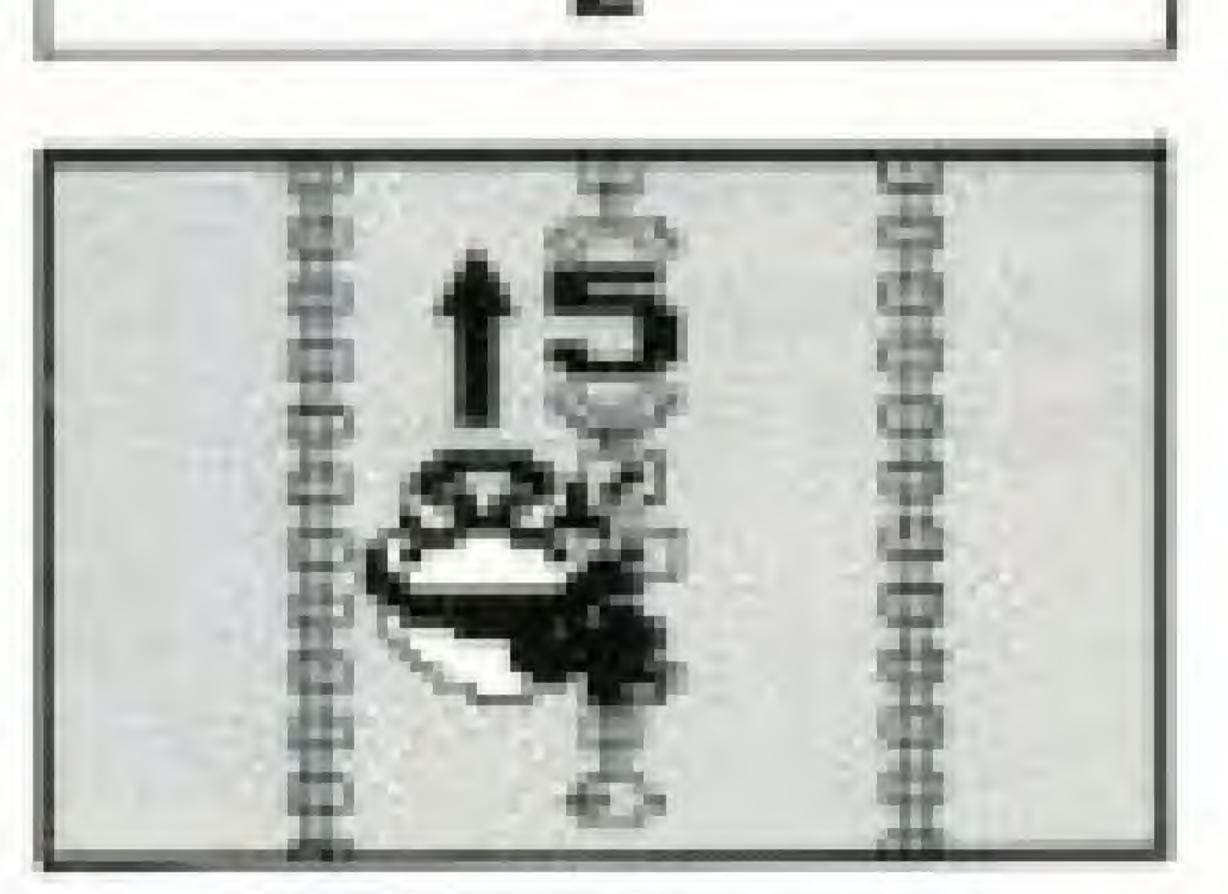


*Junior can only put single-digit numbers (1 \sim 9) into the window. Even if you try to grab two numbers in a row, only the first one goes into the window. • For answers containing five digits or more, only the displayed four digits count. The remainder is dropped for division.

window is right. When you get the answer right, an apple will appear beside "WIN",

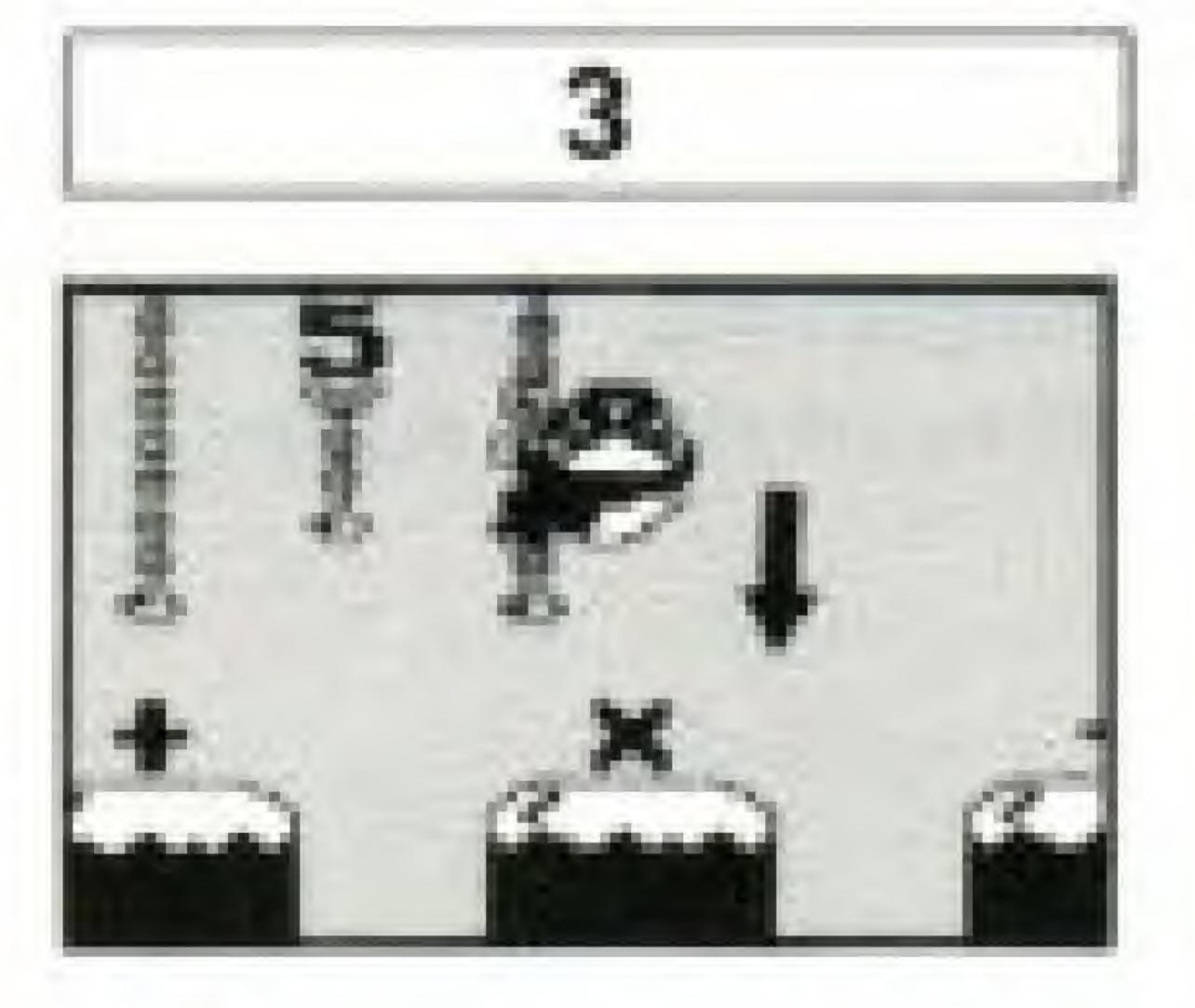


Papa shows a number on a placard. You must make an equation whose answer equals the number on the placard.

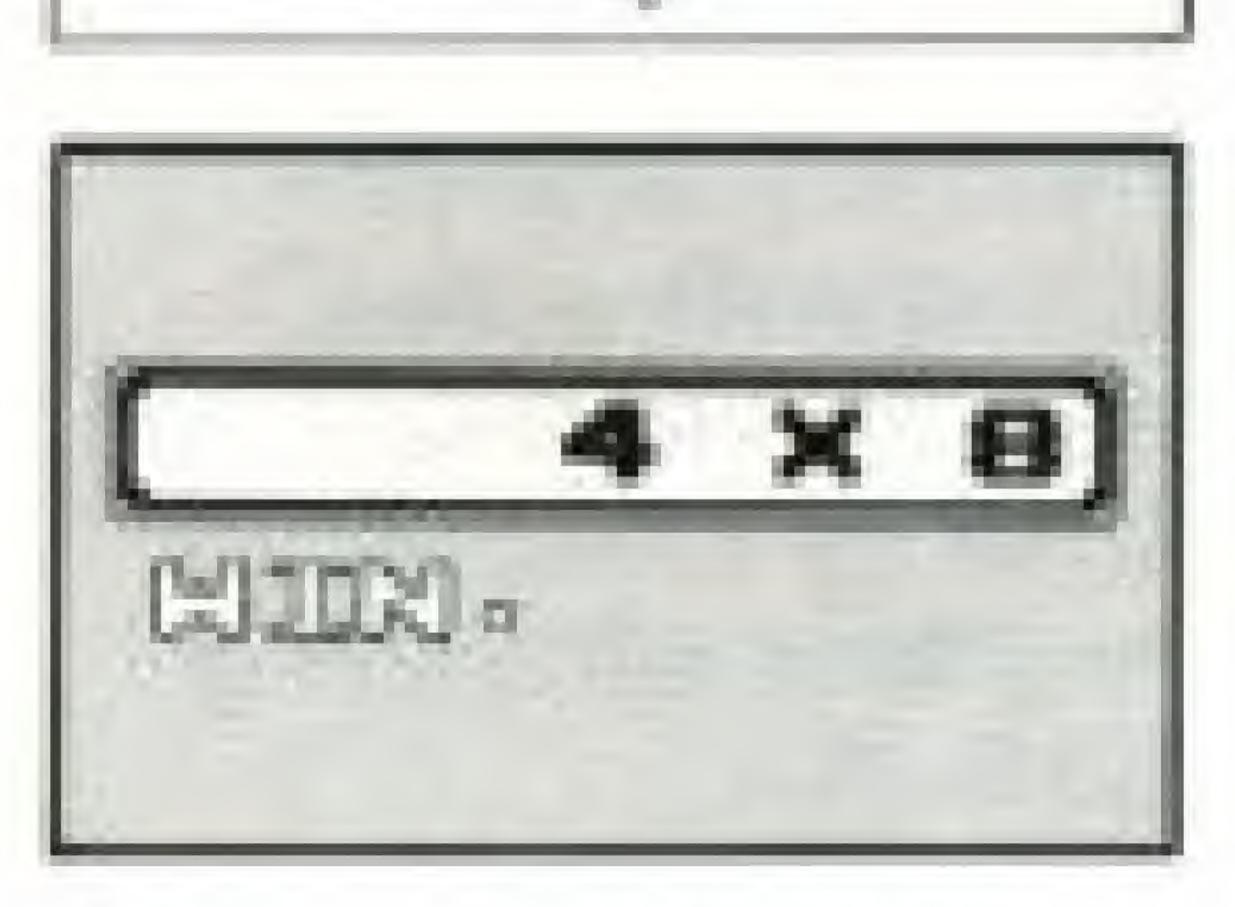


Move Junior and make him jump onto the chains to get the necessary numbers, Numbers appear on the chains. in random order.

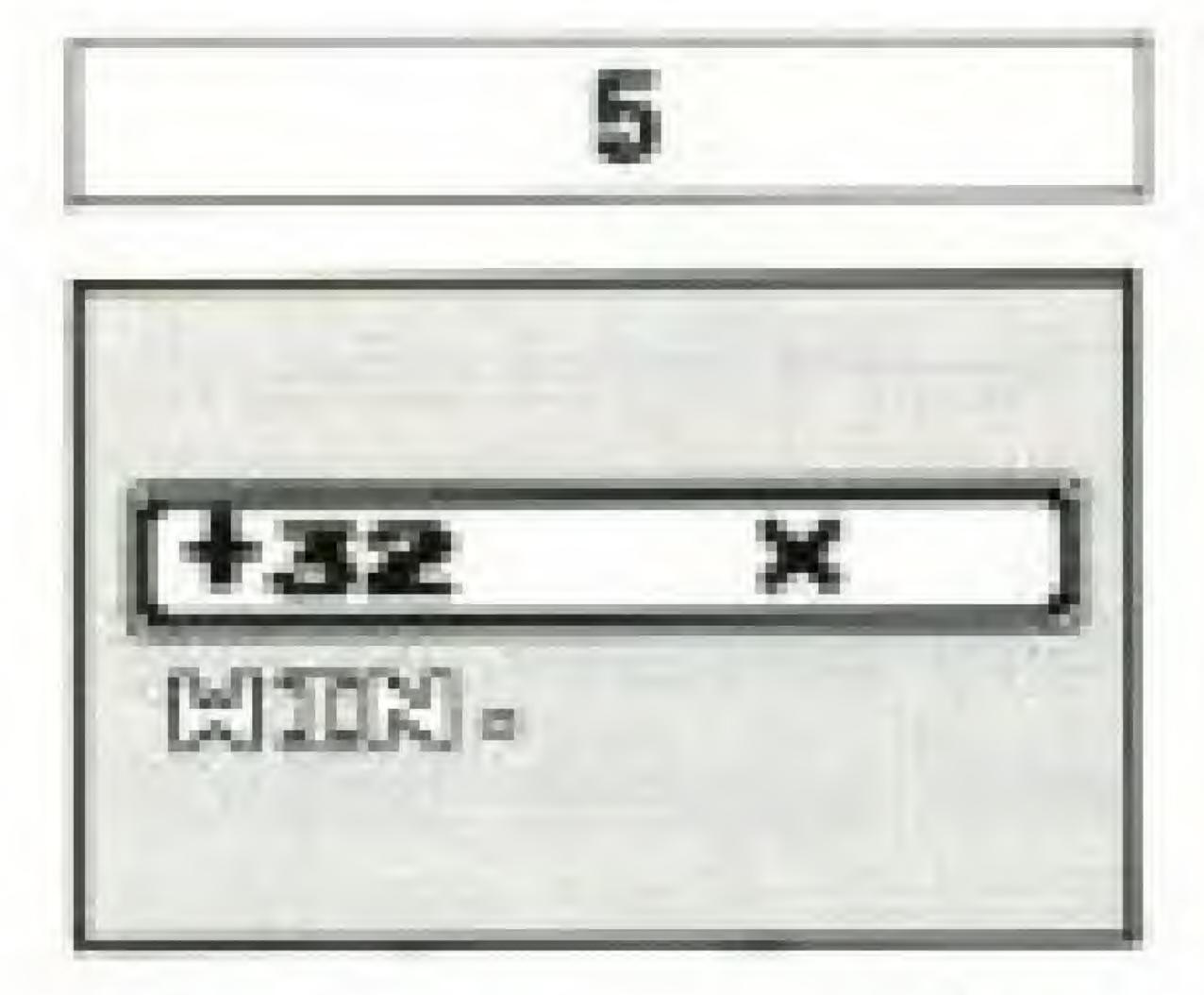
The word "WIN" underneath the window doesn't mean that the answer in the



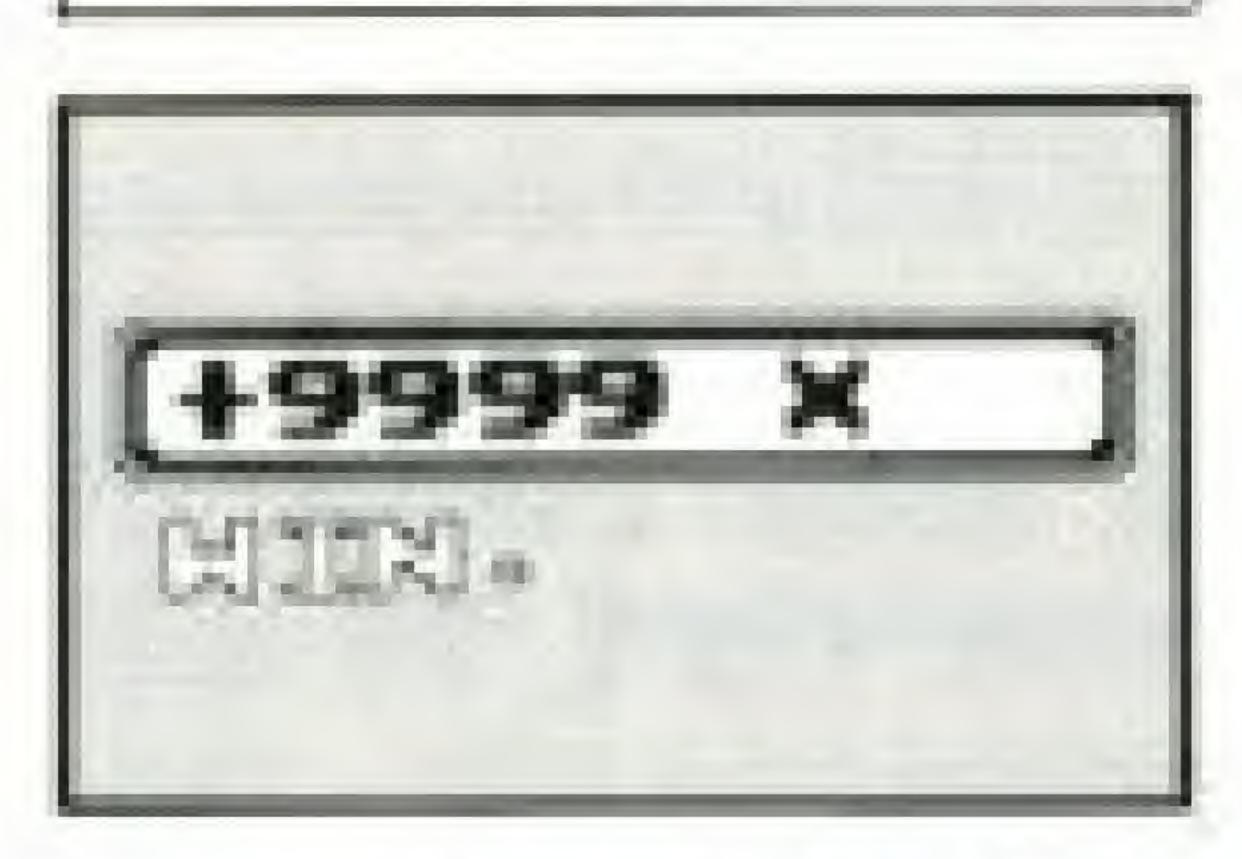
Send Junior to the islands to get the signs $(+ - x \div)$. When Junior jumps onto an island, the sign that was there goes up into the window and onto another island so that it can be used again.



The numbers and signs line up in the order they are taken. to make the equation. Junior can get one-digit numbers only. Even if two numbers are taken in a row, only the first one is used.



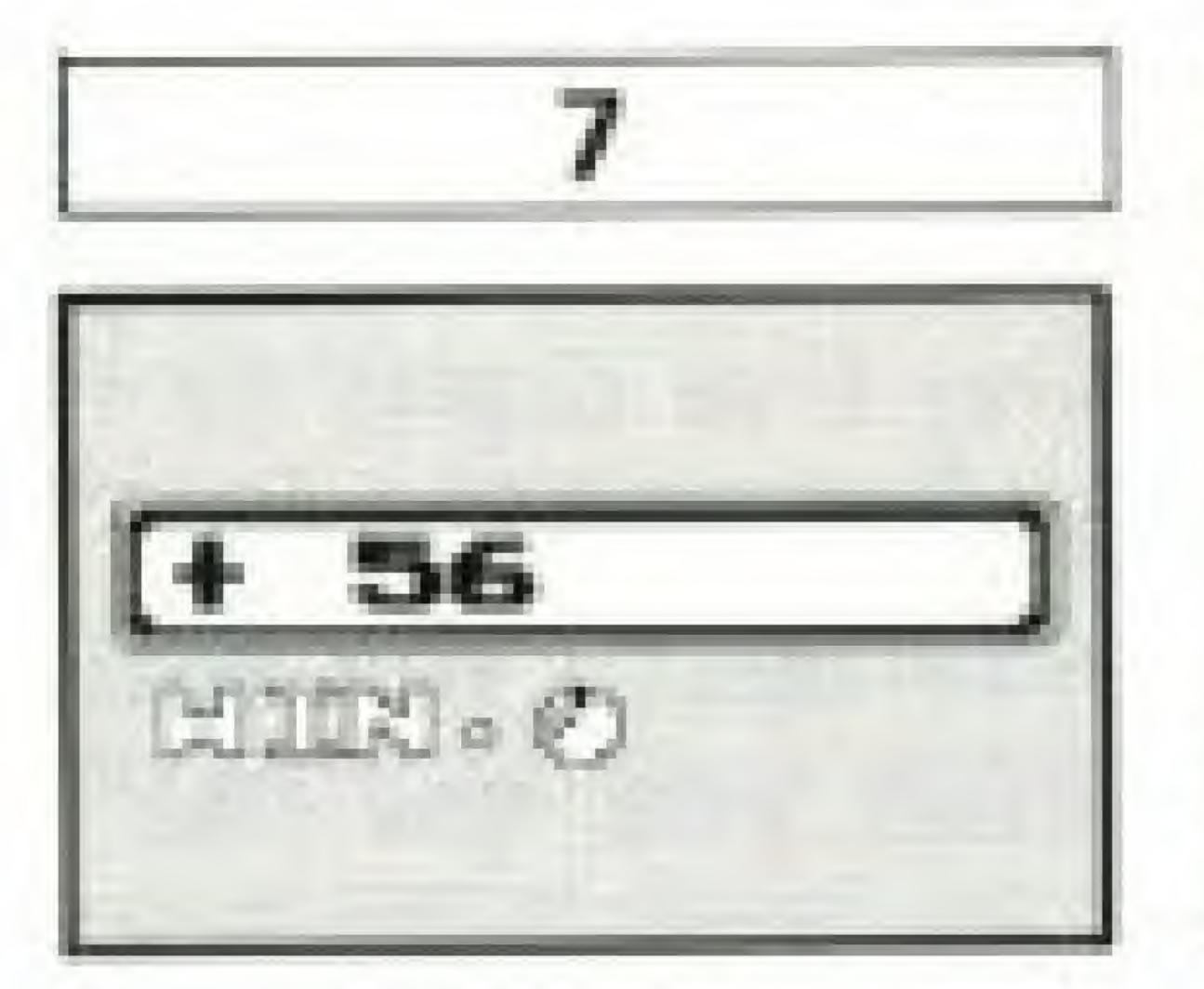
Use the answer from your first try as the beginning of your next try, and continue with a sign and number; or start over by clearing the window with the B button.

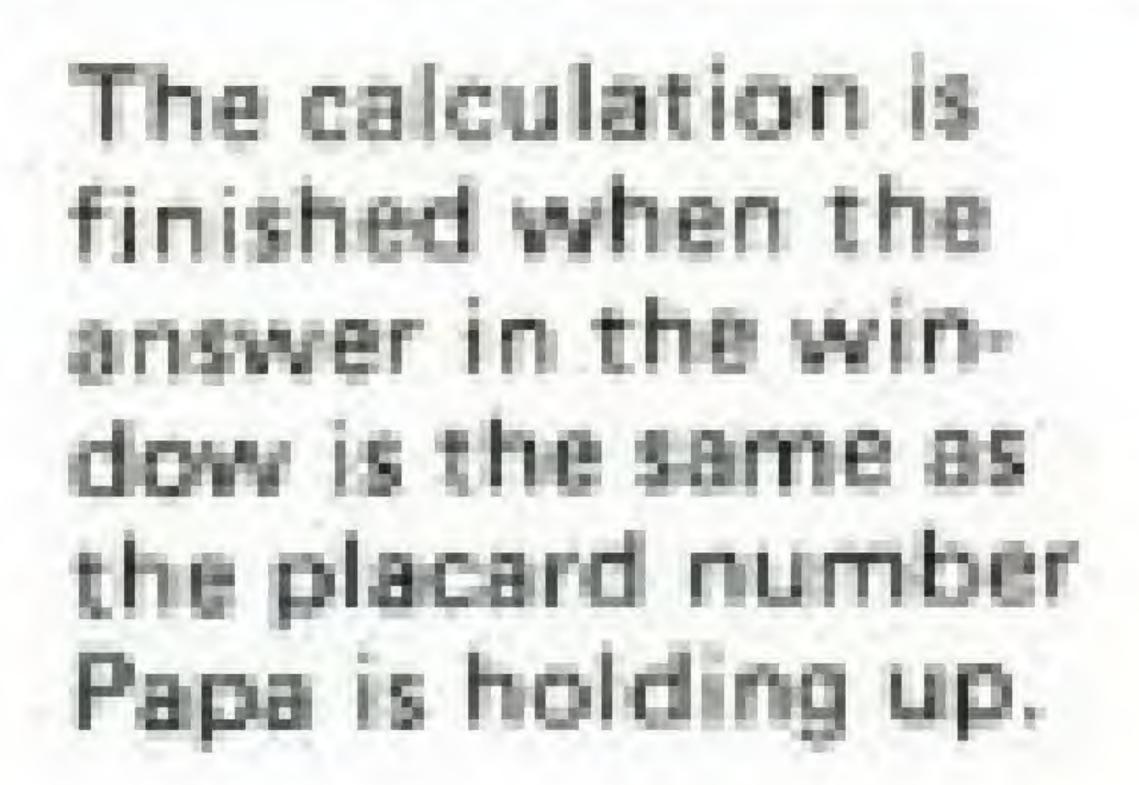


If an answer has five digits or more, only the first four are displayed. Only displayed digits count.

Calculate B (For two players, use Controllers I and II.) The game proceeds just like Calculate A, but a number is given in your window at the beginning and Papa may assign a negative number on the placard. Those are the only extra difficulties. Go ahead and test your mathematical ability.

+When the B button is pressed to start over, the number given in the beginning will reappear.





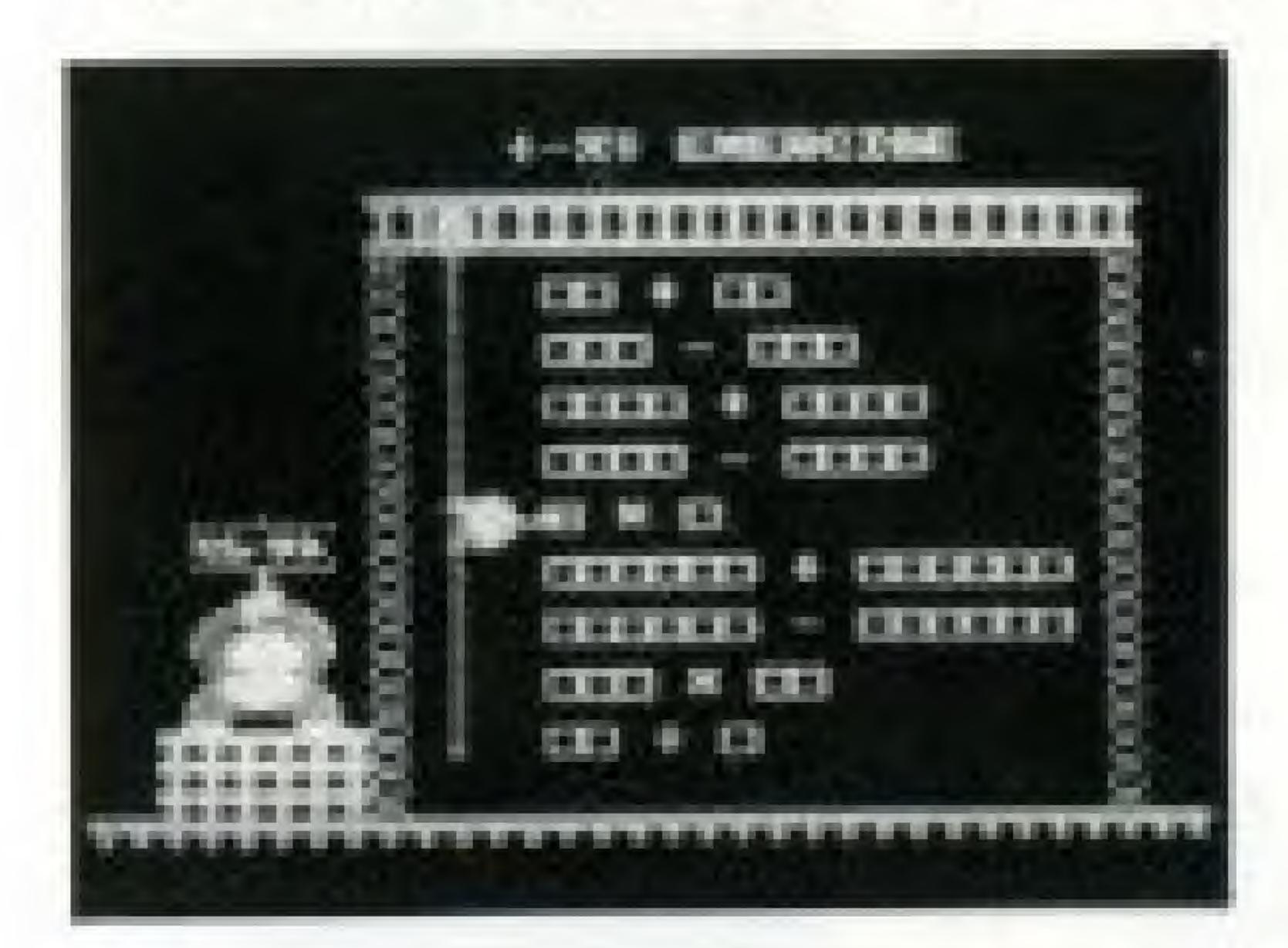


Papa gives out an apple each time the correct answer is found, The winner is the one who gets five apples first. When someone wins, Junior jumps up and down.

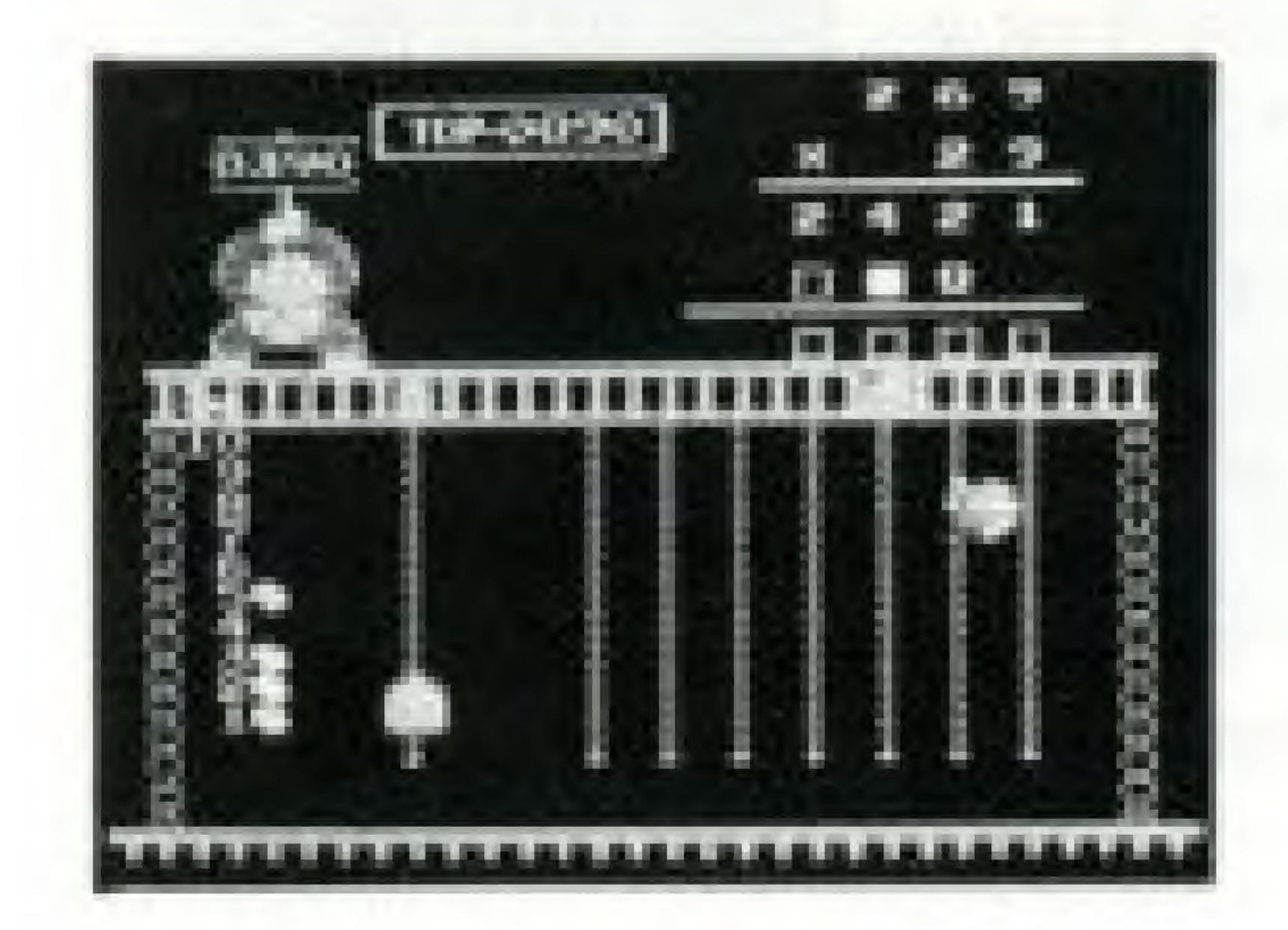
+ - x ÷ Exercise (For one player only. Use Controller I.) Practice addition, subtraction, multiplication and division. The screen on the left will appear.

Choose the kind of problems you wish to do.

1. Move Junior to the problem type you wish to practice.



problem next to him.

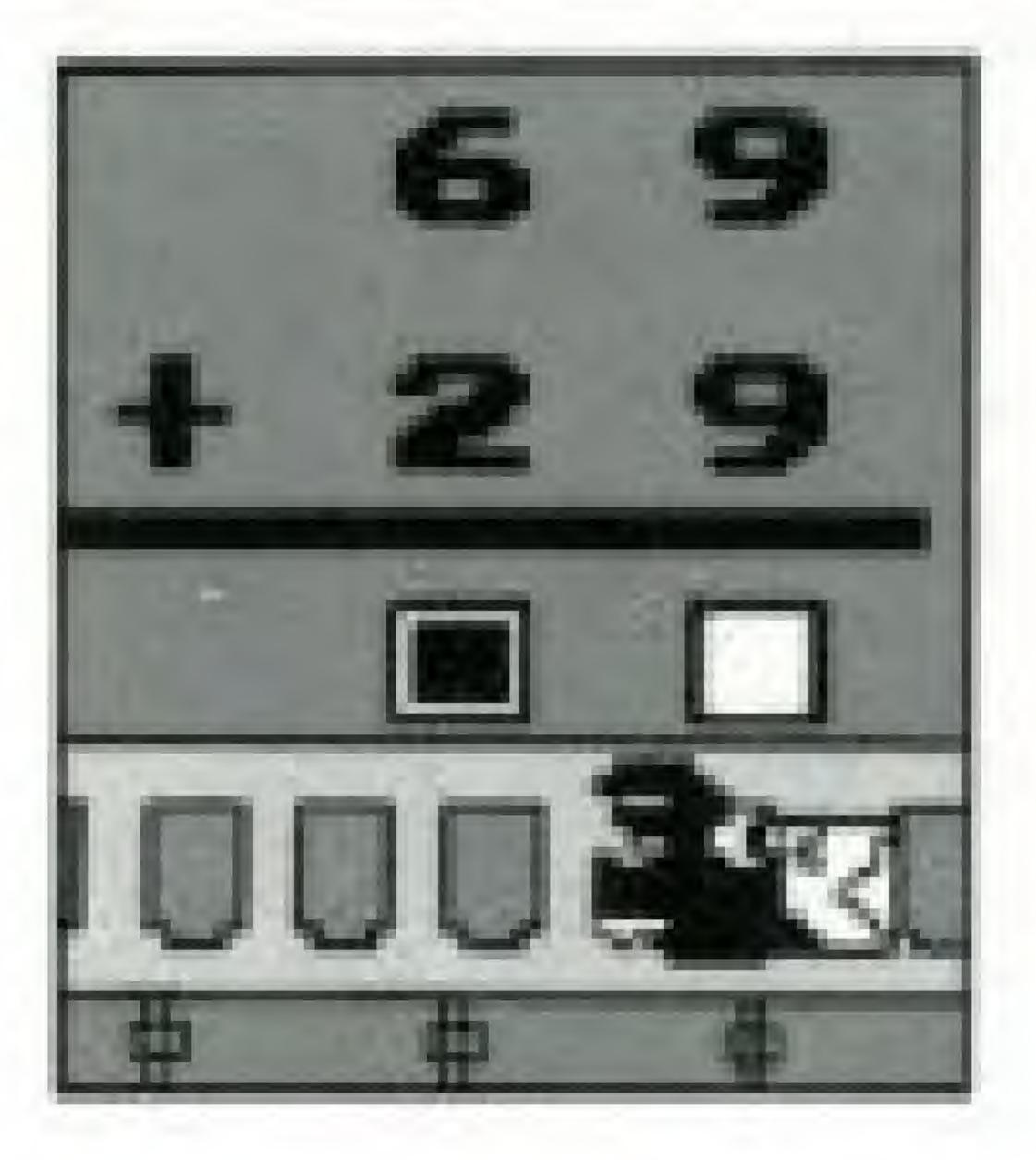


in the souares (

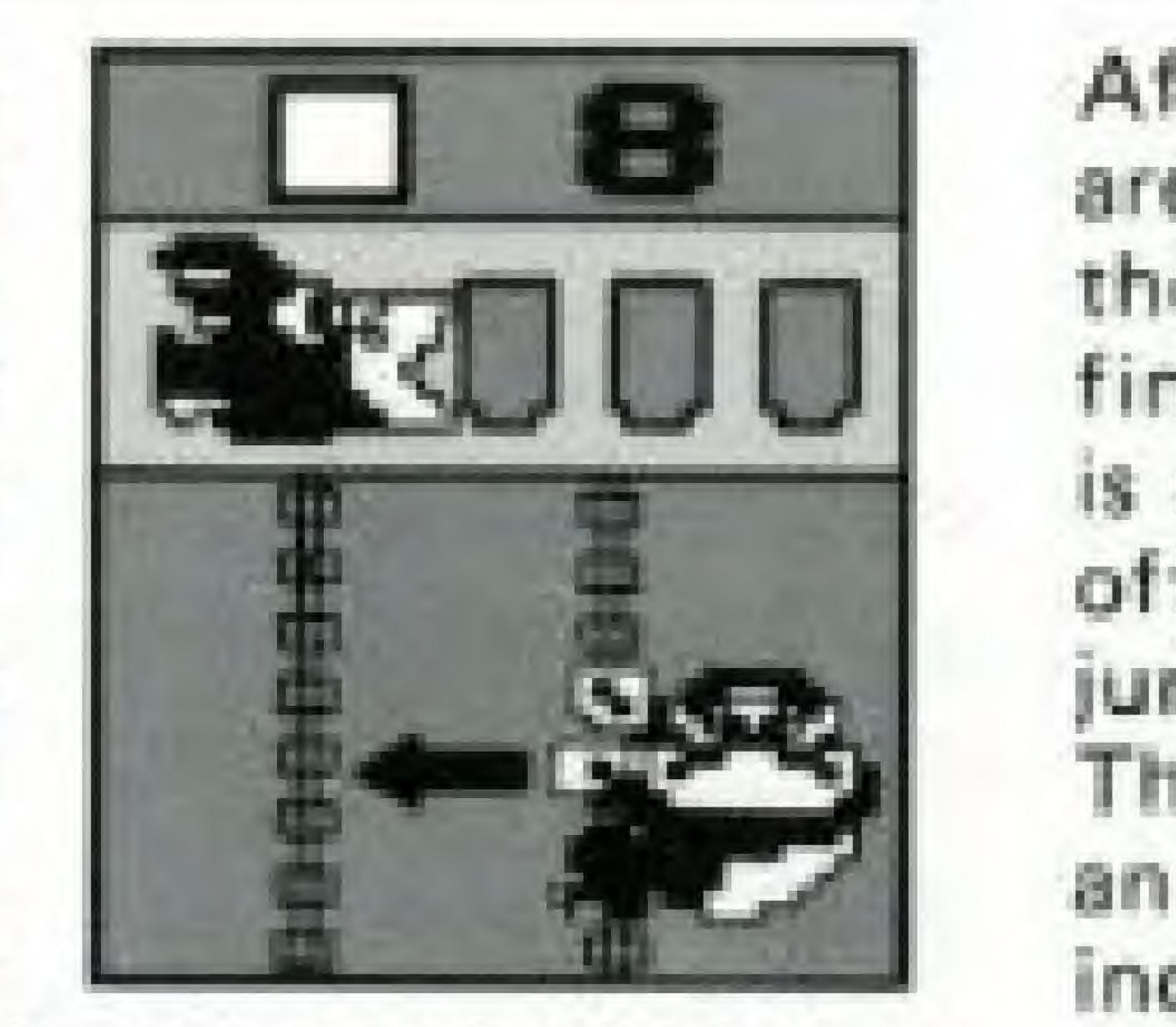
2. Move Junior to the right. He will point out the

3. The screen will then change, and the problem will begin. An unfinished problem appears in the upper right part of the screen. Place the correct numbers I to finish the problem, One game consists of ten problems.

nitpicker shows The you the position of the number to be filled. Make Junior jump onto the chain under the nitpicker,

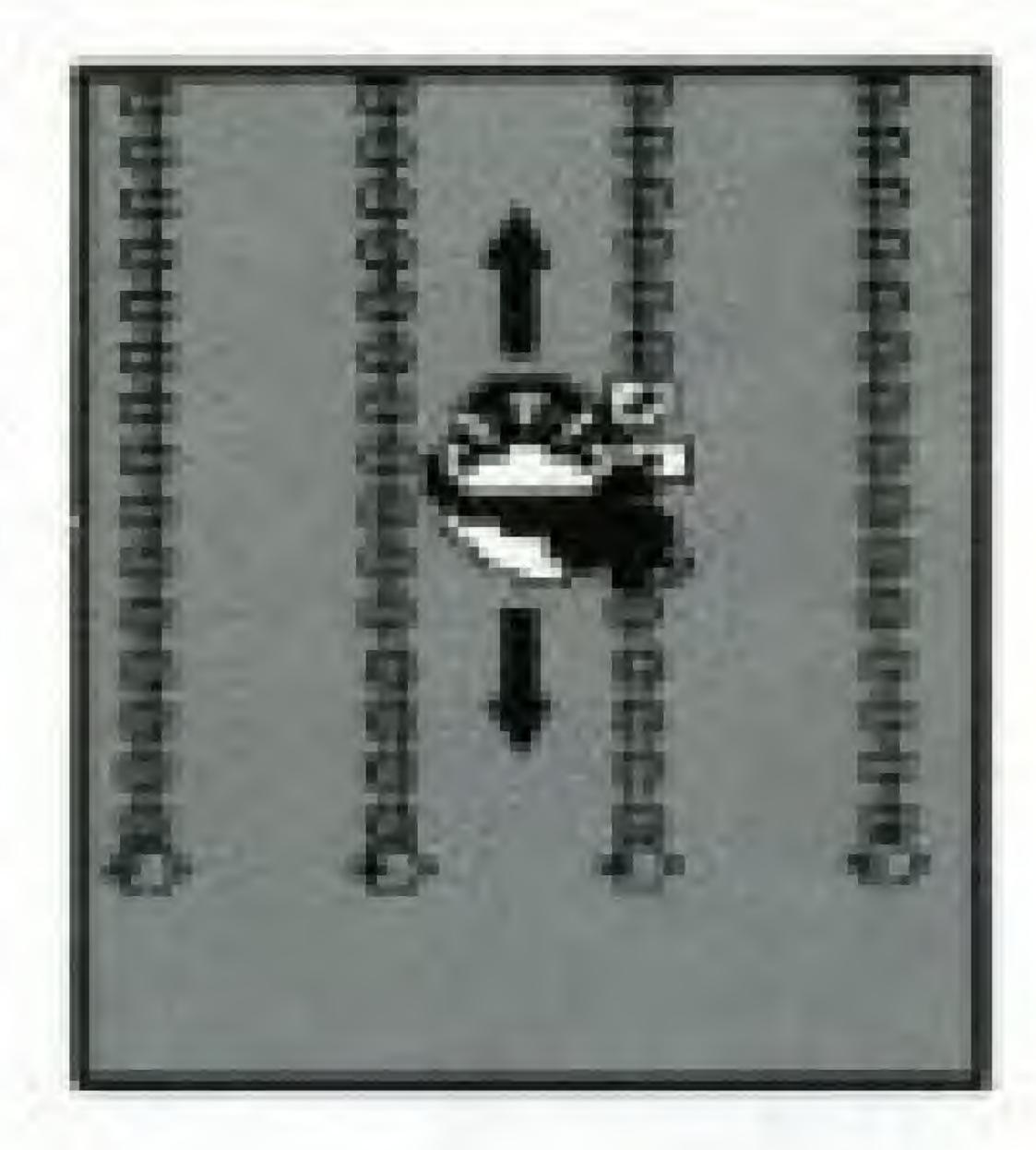


By moving Junior to a chain on the left or right, the chosen number is set. A number is not set until it stops flashing. The game will go taster by always moving to the chain where the nitpicker is, Press the B button if

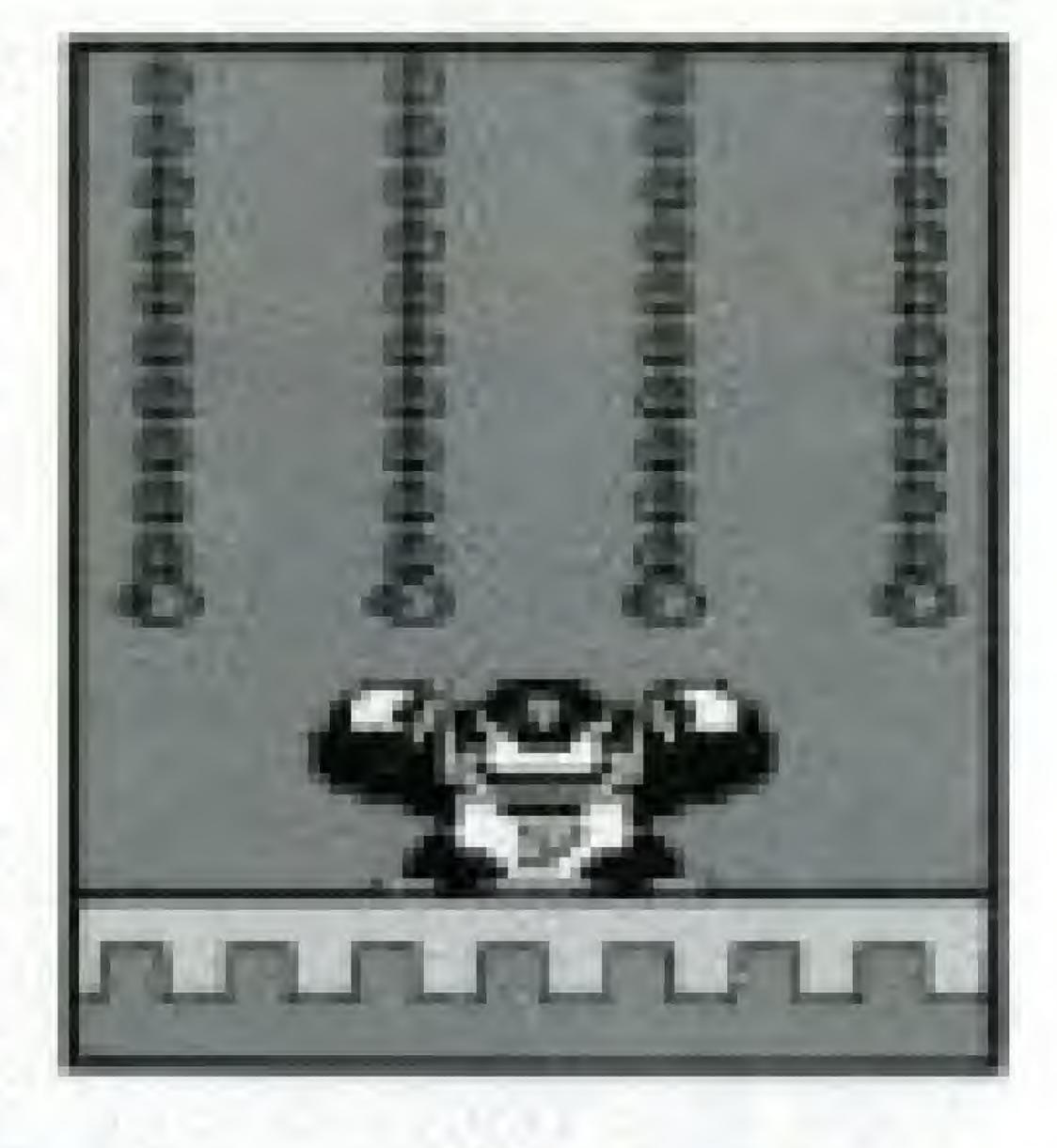


you discover a mistake in your calculation. All the numbers that were set are cleared, and you can start over on the same problem.

Junior climbs up AS and down the chain, the numbers 0 -- 9 appear in the square, Stop Junior at the desired number,

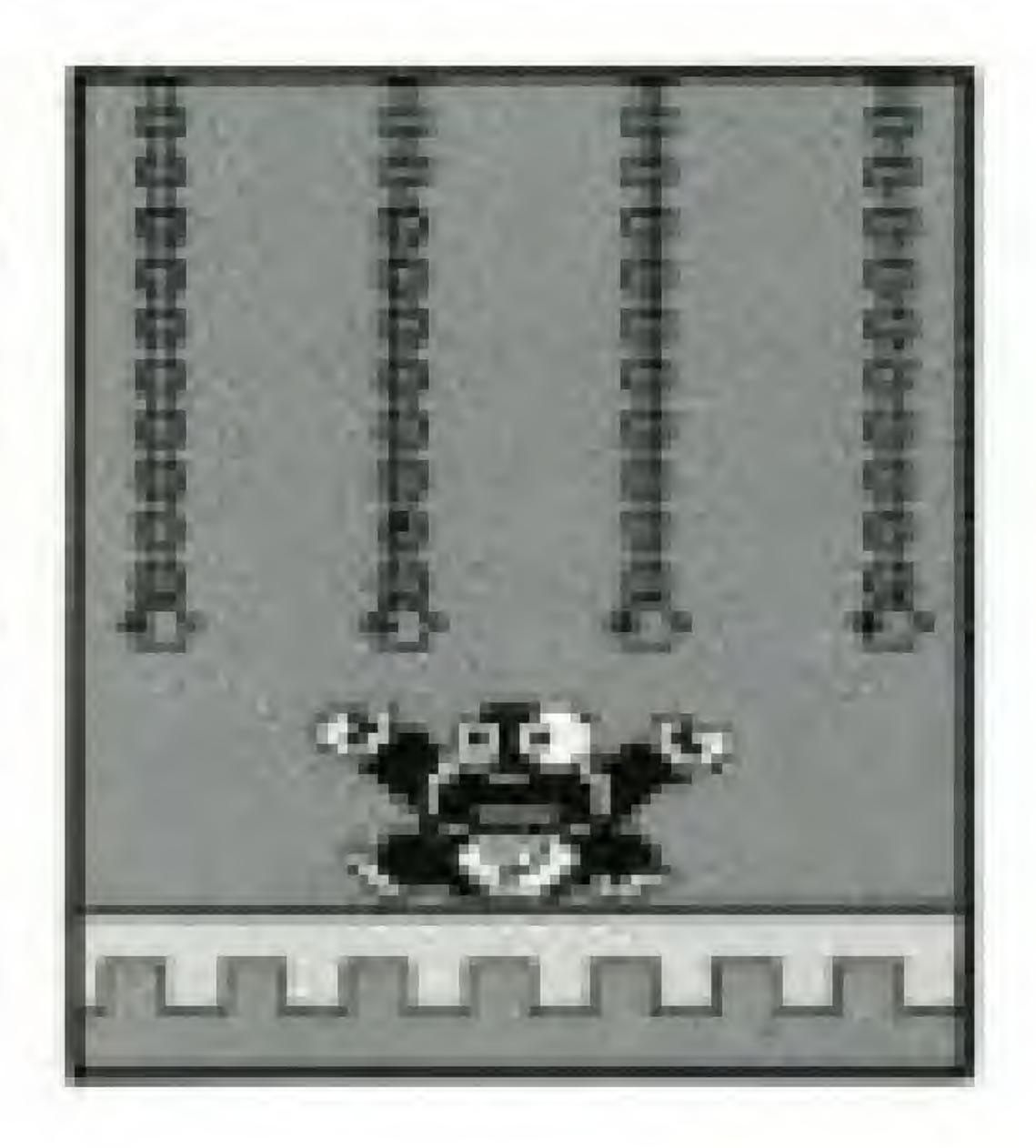


After all the numbers are set, move Junior to the right or left for a final set. If the solution is correct, Junior jumps off of the chains and jumps up and down. The nitpicker gives you an egg as a present, indicated on the left

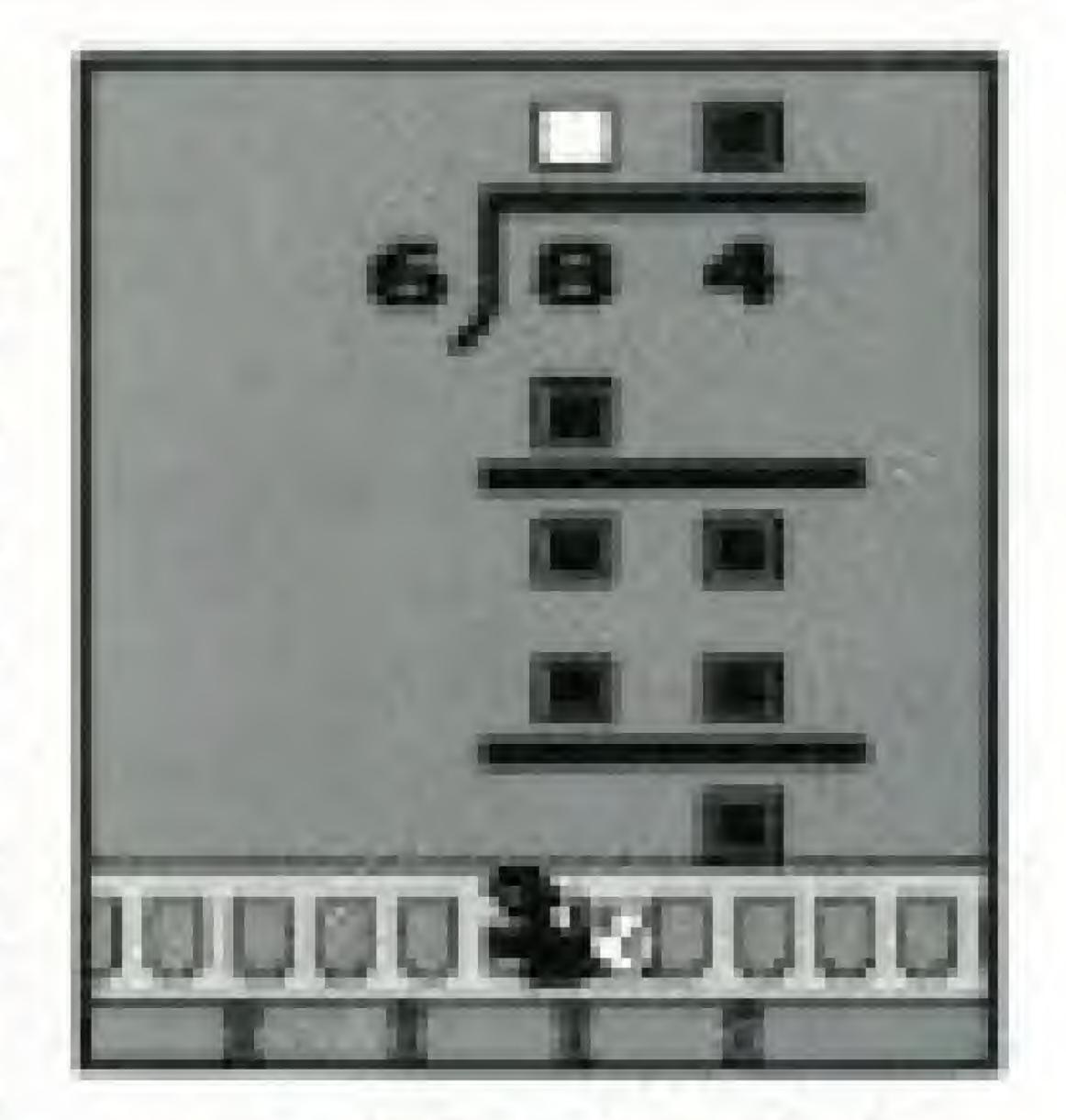


side of the screen next to the problem number,

If the answer is wrong, Junior will fall on his bottom from the chains, Go back to the place of the mistake once more (the nitpicker and the square will show you where the mistake is). One by one, fix the mistaken numbers.

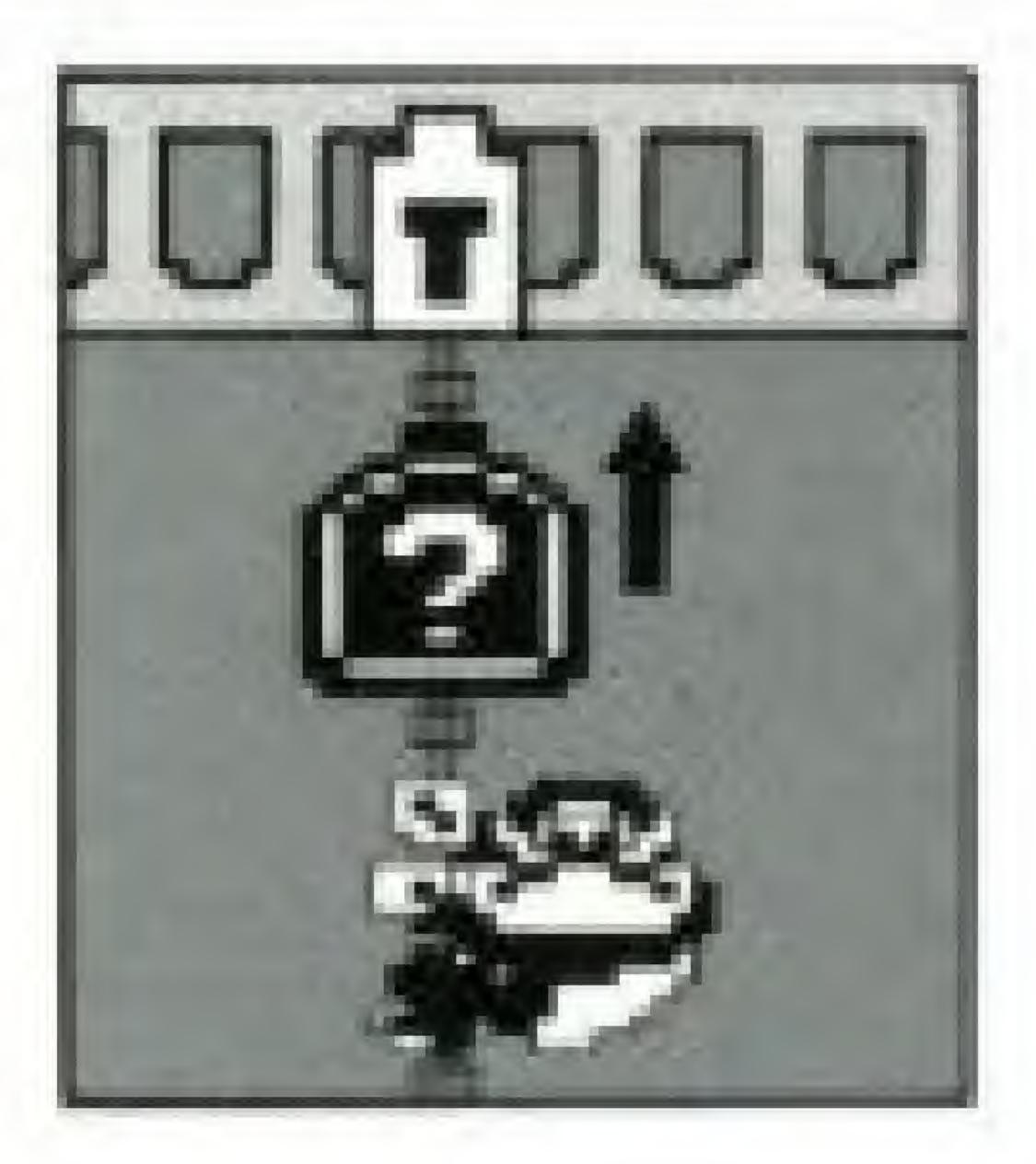


When there are several marks on top of each other, the square mark will flash in the column where the nitpicker is, showing you where to place the number. After putting the number in place, set it by moving Junior to



the left or right. Then, move him back to the chain where the nitpicker is to continue.

If the problem is too hard, push the question mark (?) up to Papa. The numbers will fill in automatically, displaying the correct solution.



One game has 10 problems. The score is displayed on Papa's placard. One problem is 100 points, so a perfect score is 1,000 points. Points are deducted for errors and taking too much time. It is easy to tell how many cor-



rect answers were found by counting the eggs next to the problem numbers.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following leasures.

- Reorient the receiving antennal
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original If the PAK develops a problem after the 90-day warranty period, mer purcheser that this Nintendo Game Pak ("PAK") (not you may contact the Nintendo Consumer Service Department including Game Pak Accessories or Robot Accessories) shall be at the phone number noted above. If the Nintendo service techfrom defects in material and workmanship for a period of nician is unable to solve the problem by phone, he may provide 90 days from date of purchase. It a defect covered by this waryou with a Return Authorization number. You may then record nanty occurs during this 90-day warranty period, Nintenda will this number on the outside packaging of the defective PAK and repair or replace the PAK, at its option, free of charge. return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for \$10.00 payable to Nintendo of To neceive this warranty service: America Inc. Mintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired. 1. DO NOT return your defective Game Pak to the retailer. PAK. If replacement PAKS are not available; the defective PAK will be returned and the \$10.00 payment retunded.

- 2. Notify the Mintendo Consumer Service Department of the problem requiring warranty tervice by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
- . If the Nintendo service technician is unable to polve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside peckaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or amiliar proof-of-purchase within the 90cay warranty period to:

Nintendo of America Inc. NES Consumer Service Department 4820 - 150th Avenue N.E. Redmond, WA 68052

This warranty shall not apply if the PAK has been damaged by regligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workman-10.00

REPAIRS AFTER EXPIRATION OF WARRANTY:

WARRANTY LIMITATIONS:

WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSE-QUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WAR-RANTIES.

The promatons of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which very from state to state.